**FLAILING ROOTS (ANTECHAMBER)**

The roots of the bruorsivi trees burst through the ceiling, flailing madly, animated by some dark power.

Nature to Recall Knowledge about these roots;
Acrobatics to Tumble Through the room.

A PC may take -2 on this obstacle to recover the fingers

**VENGEFUL SKELETONS (FACILITY DEPTHS)**

Urxehl’s wrath has animated the bones from the ossuary. Half-formed skeletons stalk to and fro in the corridor, their claws twitching, looking for something to rend.
Deception to Create a Diversion; Stealth to Sneak past; Undead Lore to Recall Knowledge to predict their movement.

**CHEMICAL MIST (LABORATORY)**

The tremors have knocked flasks and beakers off their benches. The contents have mixed into a dangerous concoction and filled the room with a caustic mist.

Medicine to Administer First Aid
Crafting to Identify Alchemy to neutralize the effects.

**COLLAPSING CEILING (LIBRARY)**

The intense quaking of the ground has resulted in a shower of books and rocks through the library.

Acrobatics or Athletics to Tumble Through or Shove; Perception to Seek the timing of falling objects.

**URXEHL’S FIERY WRATH (STATUE CORRIDOR)**

The bowls the statues hold have erupted in dark flame. Sparks and smoke fill the corridor.

Thievery to swat sparks aside;

Fortitude Save to endure the smoke.

**THE LONG STRETCH (TUNNEL AND WINE CELLAR)**

Phantasmal flames, thunderclouds, and other disasters roil in the darkness as the malevolent will of Urxehl bears down on the collapsing tunnel.

Will save to repel the will of Urxehl; Athletics to keep running; Intimidation to push back the hate with a primal scream.